

create an association between the script and the graphical program;
lock the association between the script and the graphical program, wherein said locking prevents user editing of the graphical program.

67. (Original) The memory medium of claim 53, further comprising program instructions executable to:

receive user input specifying code generation information;
wherein said automatically generating the graphical program utilizes the code generation information.

68. (Original) The memory medium of claim 67,
wherein the code generation information specifies a type of graphical program to create in response to the recorded one or more functions;

wherein the graphical program is created in accordance with the specified graphical program type.

69. (Original) The memory medium of claim 67,
wherein a plurality of parameters are associated with the one or more functions, wherein each parameter is an input parameter which provides input to a function or an output parameter which accepts output from a function;

wherein the code generation information specifies one or more of the input parameters which are desired to be interactively changeable or one or more of the output parameters which are desired to be interactively viewable;

wherein said automatically generating the graphical program comprises enabling the graphical program to receive user input during program operation, wherein the user input specifies values for the specified one or more input parameters;

wherein said automatically generating the graphical program comprises enabling the graphical program to display output during program operation, wherein the output indicates values for the specified one or more output parameters.

70. (Original) The memory medium of claim 53,

wherein said automatically generating the graphical program comprises:
generating portions of graphical code, wherein each portion of graphical code implements one of the functions;
linking the portions of graphical code together.

71. (Currently Amended) A method of creating a graphical program to perform an algorithm, the method comprising:

creating a prototype in response to user input, wherein the prototype specifies the algorithm; and

automatically generating the graphical program in response to the prototype, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program, wherein the graphical program implements the algorithm;

wherein said automatically generating the graphical program comprises automatically including the nodes in the graphical program, wherein said automatically including the nodes in the graphical program is performed without direct user input selecting the nodes.

72. (Previously Presented) The method of claim 71,
wherein the prototype comprises a prototype in at least one of the disciplines from the group consisting of:

image processing, machine vision, image analysis, process control, industrial automation, test and measurement, simulation, telecommunications, workflow processes, and robotics.

73. (Original) The method of claim 71,
wherein the user input is received via a graphical user interface (GUI) associated with a prototyping environment application.

74. (Original) The method of claim 73,

wherein the user input comprises selecting one or more functions from one or more of a menu or palette.

75. (Cancelled)

76. (Currently Amended) The method of claim 71,
wherein said automatically generating the graphical program comprises
programmatically generating ~~graphical code~~ connecting the nodes in the graphical
program without direct user input.

77. (Currently Amended) The method of claim 71,
wherein said automatically generating the graphical program comprises
automatically including one or more function nodes in the graphical program.

78. (Original) The method of claim 71,
wherein said creating the prototype in response to user input comprises creating a
diagrammatic model of the algorithm.

79. (Original) The method of claim 71,
wherein said creating the prototype in response to user input comprises recording
one or more functions in response to user input;
wherein the recorded one or more functions specify the algorithm.

80. (Original) The method of claim 79,
wherein said automatically generating the graphical program comprises:
generating portions of graphical code, wherein each portion of graphical
code implements one of the functions;
linking the portions of graphical code together.

81. (Currently Amended) A memory medium comprising program instructions for creating a graphical program to perform an algorithm, wherein the program instructions are executable to implement:

creating a prototype in response to user input, wherein the prototype specifies the algorithm; and

automatically generating the graphical program in response to the prototype, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program, wherein the graphical program implements the algorithm;

wherein said automatically generating the graphical program comprises automatically including the nodes in the graphical program, wherein said automatically including the nodes in the graphical program is performed without direct user input selecting the nodes.

82. (Previously Presented) The memory medium of claim 81,

wherein the prototype comprises a prototype in at least one of the disciplines from the group consisting of:

image processing, machine vision, image analysis, process control, industrial automation, test and measurement, simulation, telecommunications, workflow processes, and robotics.

83. (Previously Presented) The memory medium of claim 81,

wherein the user input is received via a graphical user interface (GUI) associated with a prototyping environment application.

84. (Currently Amended) The memory medium of claim 83,

wherein the user input comprises selecting one or more functions from one or more of a menu or and a palette.

85. (Previously Presented) The memory medium of claim 81,

wherein said automatically generating the graphical program comprises programmatically generating graphical code in the graphical program without direct user input.

86. (Currently Amended) The memory medium of claim 81, wherein said automatically generating the graphical program comprises automatically including one or more function nodes in the graphical program.

87. (Previously Presented) The memory medium of claim 81, wherein said creating the prototype in response to user input comprises creating a diagrammatic model of the algorithm.

88. (Previously Presented) The memory medium of claim 81, wherein said creating the prototype in response to user input comprises recording one or more functions in response to user input; wherein the recorded one or more functions specify the algorithm.

89. (Previously Presented) The memory medium of claim 88, wherein said automatically generating the graphical program comprises:
generating portions of graphical code, wherein each portion of graphical code implements one of the functions;
linking the portions of graphical code together.

90. (New) A memory medium comprising program instructions executable to:
record one or more functions in response to user input, wherein the one or more functions specify an algorithm; and
automatically generate a graphical program in response to the recorded one or more functions, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program, wherein the graphical program implements the algorithm;

wherein, in automatically generating the graphical program, the program instructions are executable to automatically generate graphical code in the graphical program without direct user input.